

FIG. 1

```

;BAC
; ' ' is commnet.
( Head
  ( bacVersion      6 )
)
( Figure
( Textures
  ( i2  256  256 )
)
( Colors
  ( f3  0.78431  0.78431  0.78431 )
)
( Vertices
  ( coords
    ( pnt 92.545      - 0.15637      76.428 )
      :
    ( pnt 0      655.76      69.876 )
  ); coords
  ( normals
    ( vct 0.64365      - 0.76197      0.071529 )
      :
    ( vct - 1.7037e - 010      - 0.028882      0.99958 )
  ); normals
); Vertices.
( Bones
  :
  ( bone
    ( name "Body" )
    ( hasChild true )
    ( hasBrother      true )
    ( translate 2.3916e - 010  262.65  0.0097923 )
    ( rotate   3.5355e - 006  - 737.35  0.1203 )
    ( handle   0.000234  262.54  - 999.99 )
    ( vertexIndices
      11 32 34 201 330 401 422 424 591 720 801 823
    )
  )
  :
  ( bone
    ( name "Head" )
    :
  )
  :
  ( bone
    ( name "Shold_L" )
    :
  )
  ( bone
    ( name "Arm_L_U1" )
    :
  )
  :
); (CONTINUED)

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} 201

FIG. 2

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(CONTINUED)
    ( bone
      ( name "Shold_R" )
        :
      )
    ( bone
      ( name "Arm_R_U1" )
        :
      )
    :
    ( bone
      ( name "Leg_L_U" )
        :
      )
    :
    ( bone
      ( name "Leg_R_U" )
        :
      )
    :
  ); Bone
  ( Materials
    ( material
      ( name "Bone" )
      ( blendMode normal )
      ( transparent false )
      ( doubleFace false )
      ( lighting true )
      ( colorIndex 0 )
      ( textureIndex - 1 )
      ( alpha 1 )
      ( specular 0 )
      ( shininess 0.4 )
    )
    ( material
      ( name "Map" )
      :
    )
  ); Materials
  ( TextureCoords
    ( f2 0.9861 0.030066 )
    :
    ( f2 0.58552 0.34639 )
  ); TextureCoords
  ( Polygons
    ( face 1 ( i3 335 838 839 ) ( i3 0 1 2 ) )
    :
    ( face 1 ( i3 917 971 920 ) ( i3 5097 5098 5099 ) )
  ); Polygons
  ( DynamicPolygons
  ); DynamicPolygons
  ); end of figure

```

202

203

204

FIG. 3

<pre> ;TRA (Head (traVersion 4.0)) (Figure (name "") (totalFrame 211) : (bone (name "Leg_L_U") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0) (kf 3 0) (kf 6 0.029054) : (kf 2100.053164)) (rotate.y (kf 0 0) (kf 3 0) (kf 6 -0.45613) : (kf 2100.19752)) (rotate.z (kf 0 1) (kf 3 1) (kf 6 0.88944) : (kf 2100.97886)) (roll (kf 0 6) (kf 9 5.7103) : (kf 2107.0669))) : (CONTINUED) </pre>	<pre> (CONTINUED 1) (bone (name "Body") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0) (kf 3 0) : (kf 8 0.012169)) (rotate.y (kf 0 0) (kf 3 0) : (kf 8 0.22292)) (rotate.z (kf 0 1) (kf 3 1) : (kf 8 0.97476)) (roll (kf 0 -0.027976))) : (CONTINUED 2) </pre>	<pre> (CONTINUED 2) (bone (name "Arm_L_UI") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0.82806) (kf 3 0.82806) (kf 6 0.75409) : (kf 210 0.78932)) (rotate.y (kf 0 0) (kf 3 0) (kf 6 0.41313) : (kf 210 -0.30231)) (rotate.z (kf 0 0.56064) (kf 3 0.56064) (kf 6 0.51055) : (kf 210 0.5344)) (roll (kf 0 0) (kf 3 0) (kf 7 16.503) : (kf 210 -9.3896))) : (CONTINUED 3) </pre>
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FIG. 4

<pre> (CONTINUED 3) (bone (name "Arm_L_U2") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0.17021)) (rotate.y (kf 0 0)) (rotate.z (kf 0 0.98541)) (roll (kf 0 0))) : (CONTINUED 4) </pre>	<pre> (CONTINUED 4) (bone (name "Arm_R_U1") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 -0.81208) (kf 3 -0.81208) (kf 5 -0.73175) : (kf 210 -0.64373)) (rotate.y (kf 0 0) (kf 3 0) (kf 5 -0.43367) : (kf 210 -0.60962)) (rotate.z (kf 0 0.58354) (kf 3 0.58354) (kf 5 0.52581) : (kf 210 0.46257)) (roll (kf 0 0) (kf 3 0) (kf 7 26.672) : (kf 210 19.785))) : (CONTINUED 5) </pre>	<pre> (CONTINUED 5) (bone (name "Leg_R_U") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0) (kf 3 0) (kf 6 0) : (kf 210 0)) (rotate.y (kf 0 0) (kf 3 0) (kf 6 0.4505) : (kf 210 0.24665)) (rotate.z (kf 0 1) (kf 3 1) (kf 5 0.89278) (kf 6 0.76407) : (kf 210 0.9691)) (roll (kf 0 -6))) : end of Figure. </pre>
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FIG. 5

118

SUBJECT NOUN TEXT STRING	LINK INFORMATION TO CHARACTER DATA	CHARACTER ADJECTIVE TEXT STRING
Girl	LINK TO CHARACTER DATA 1 - 1	little
	LINK TO CHARACTER DATA 1 - 2	:
	:	:
Man	LINK TO CHARACTER DATA 2 - 1	broad - shouldered
	:	:
:	:	:

FIG. 6

CHARACTER DATA NAME	VERB TEXT STRING	EXPRESSION NAME TEXT STRING	LINK INFORMATION TO ACTION DATA
CHARACTER DATA 1 - 1	sits on	happily	LINK TO ACTION DATA 1 - 1 - 1 - 1
		sadly	LINK TO ACTION DATA 1 - 1 - 1 - 2
		:	:
	goes close to	happily	LINK TO ACTION DATA 1 - 1 - 2 - 1
		:	:
:	stands up	angrily	LINK TO ACTION DATA 1 - 1 - 3 - 1
	:	:	:
	:	:	:
CHARACTER DATA 2 - 1	closes to	happily	LINK TO ACTION DATA 2 - 1 - 1 - 1
		:	:
	says	happily	LINK TO ACTION DATA 2 - 1 - 2 - 1
		regretfully	:
:	:	:	:

FIG. 7

122

801		802		803		804		805
LOCATION NAME TEXT STRING		LINK INFORMATION TO SET DATA		OBJECT NAME		OBJECT ADJECTIVE TEXT STRING		OBJECT PARAMETER
Park		LINK TO SET DATA 1 - 1		the bench		wooden		:
				the slide		:		:
				:		:		:
		LINK TO SET DATA 1 - 2		the sandbox		small		:
School		:		:		:		:
		LINK TO SET DATA 2 - 1		the pool		25m length		:
		:		:		:		:
:		:		:		:		:

FIG. 8

124

PHRASAL VERB
:
sit on +
stand* up
made* up +
run away
run away from +

FIG. 9

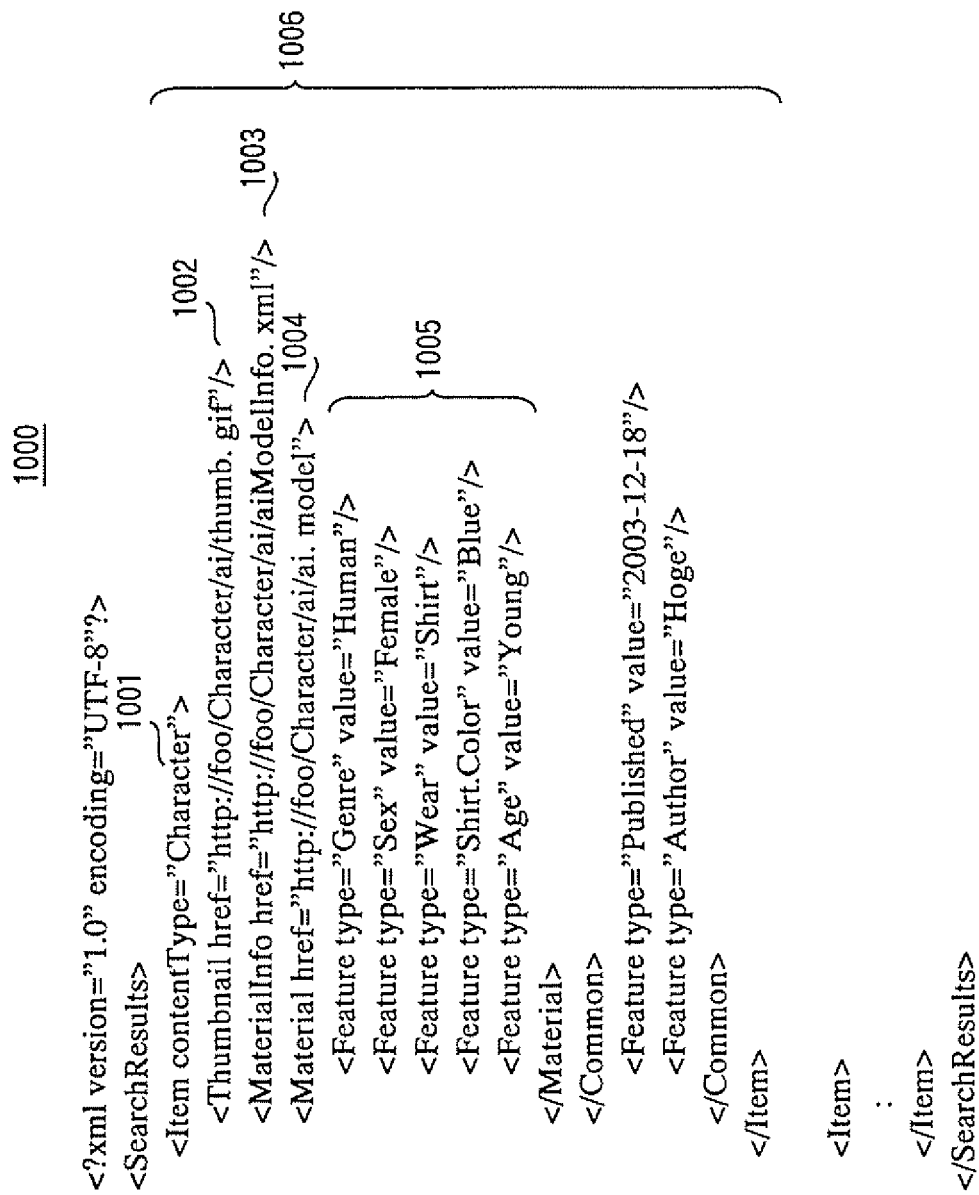
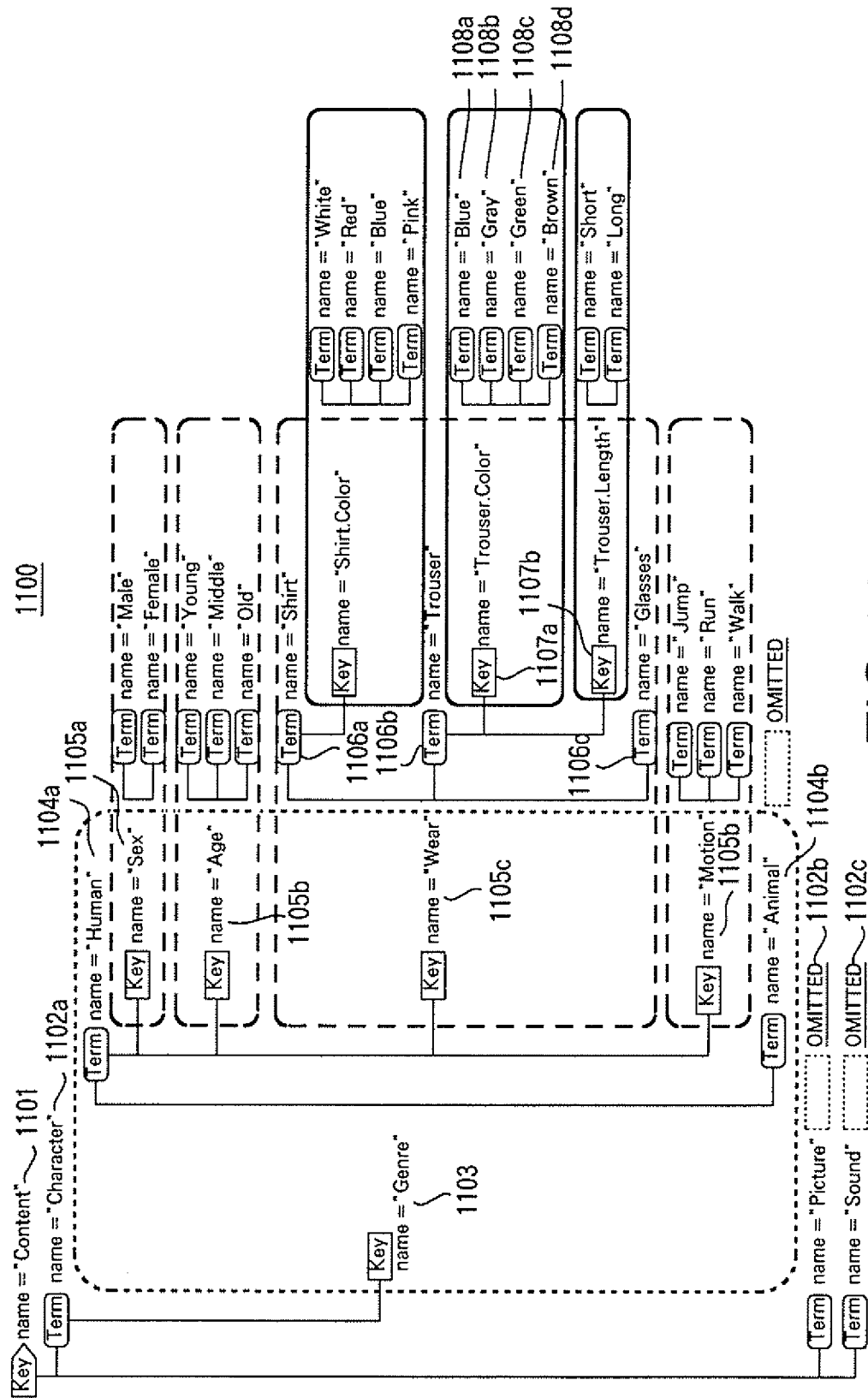


FIG.10



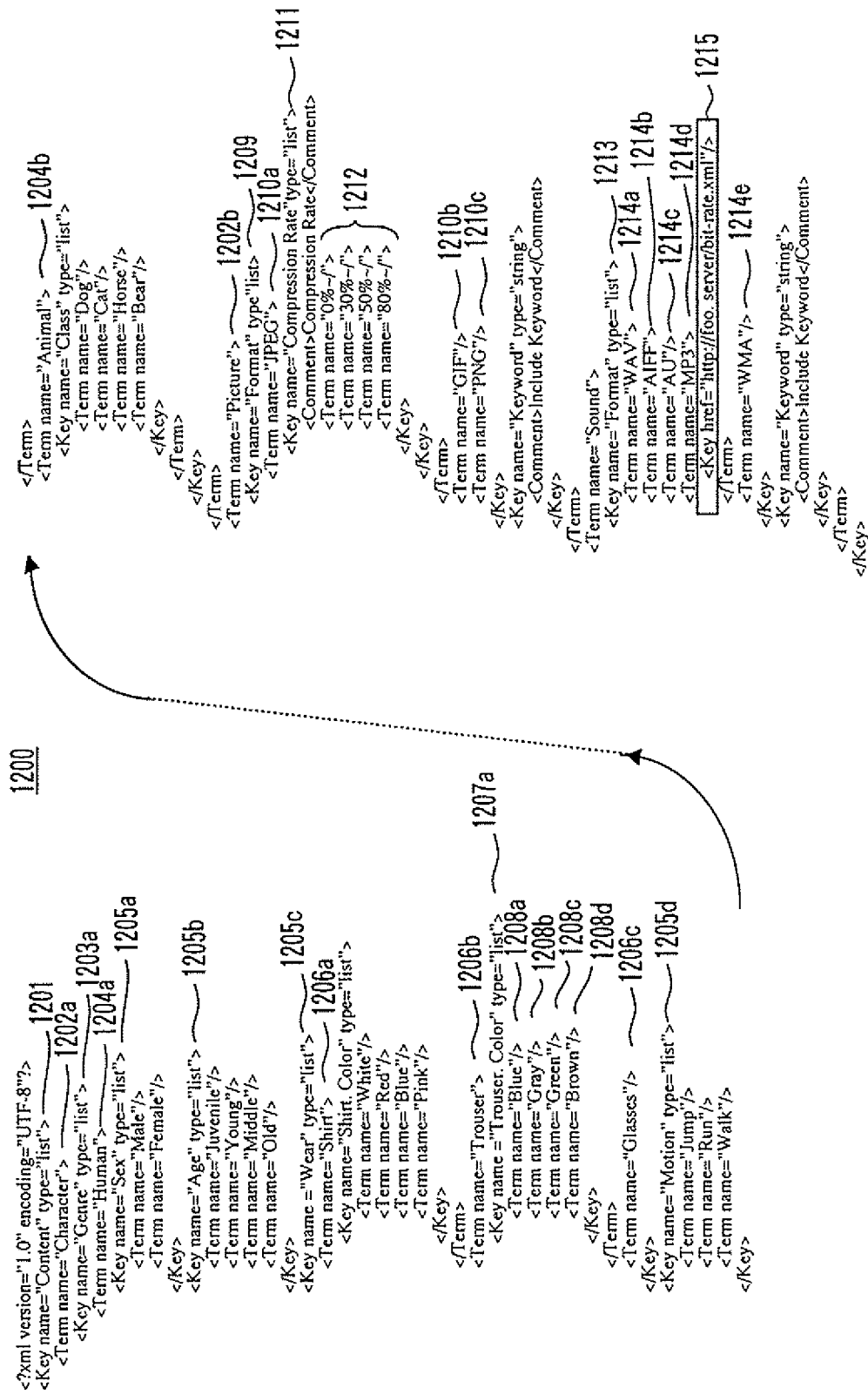


FIG.12

1215

```
<?xml version="1.0" encoding="UTF-8"?>
<Key name="Bit Rate" type="list">1301
  <Term name="32Mbps~"/>
  <Term name="128Mbps~"/> } 1302
  <Term name="256Mbps~"/>
</Key>
```

FIG.13

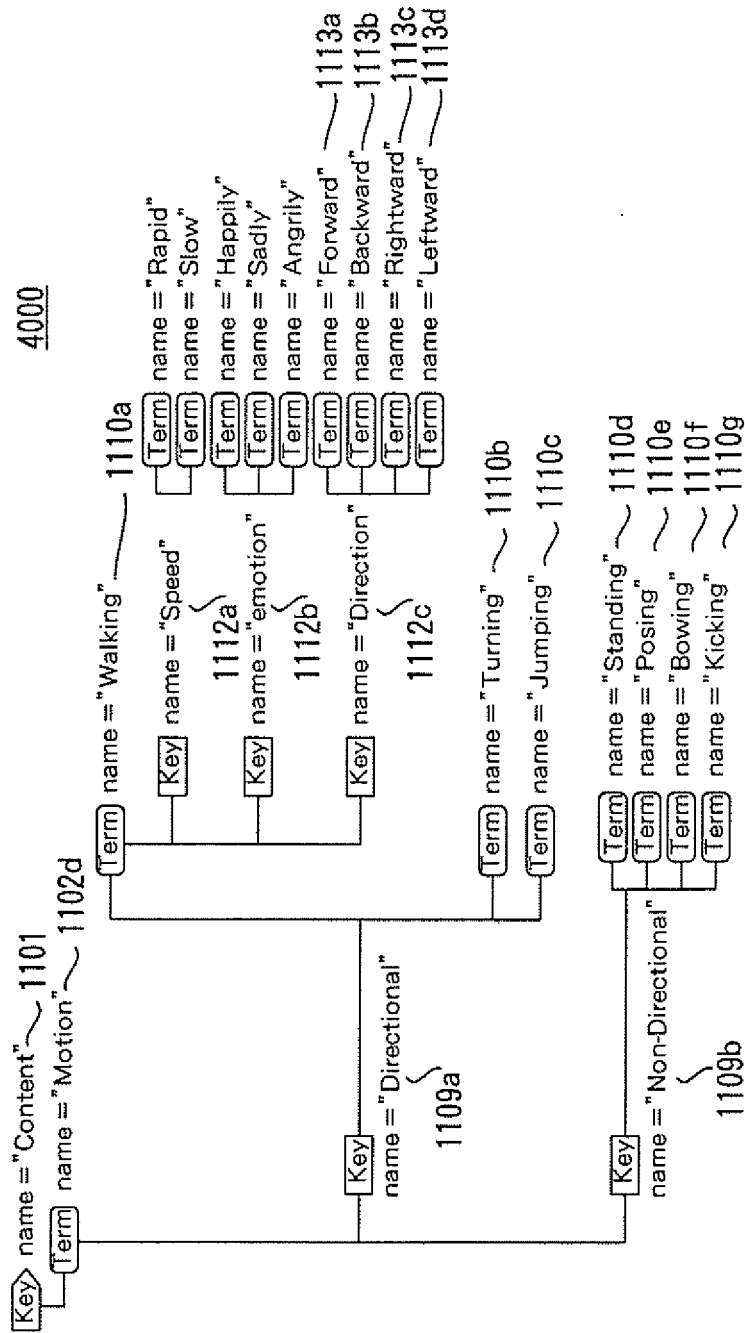


FIG.14

1400

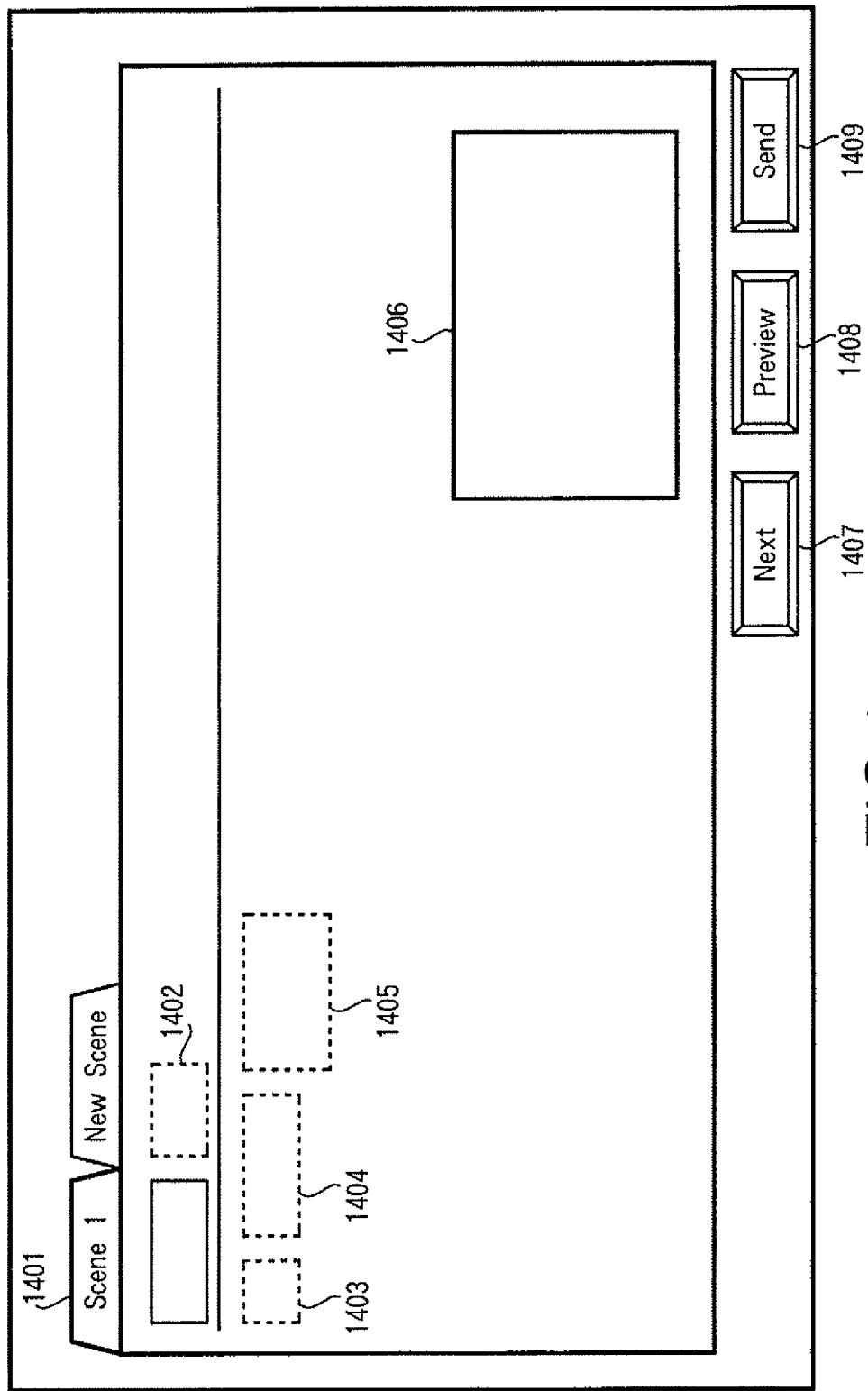


FIG.15

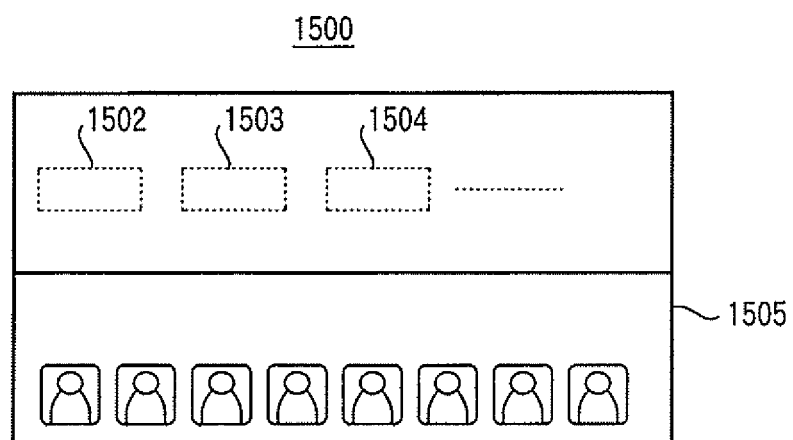


FIG.16

FIG.17

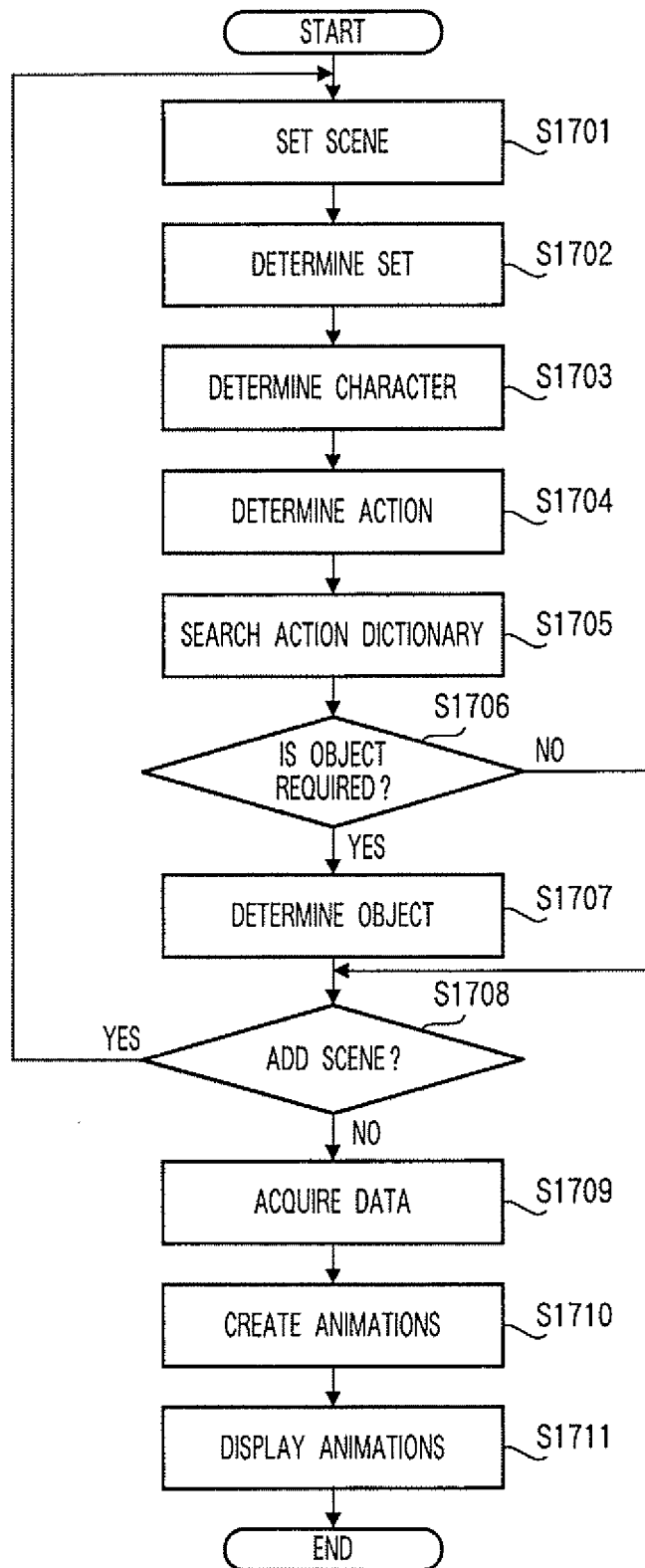
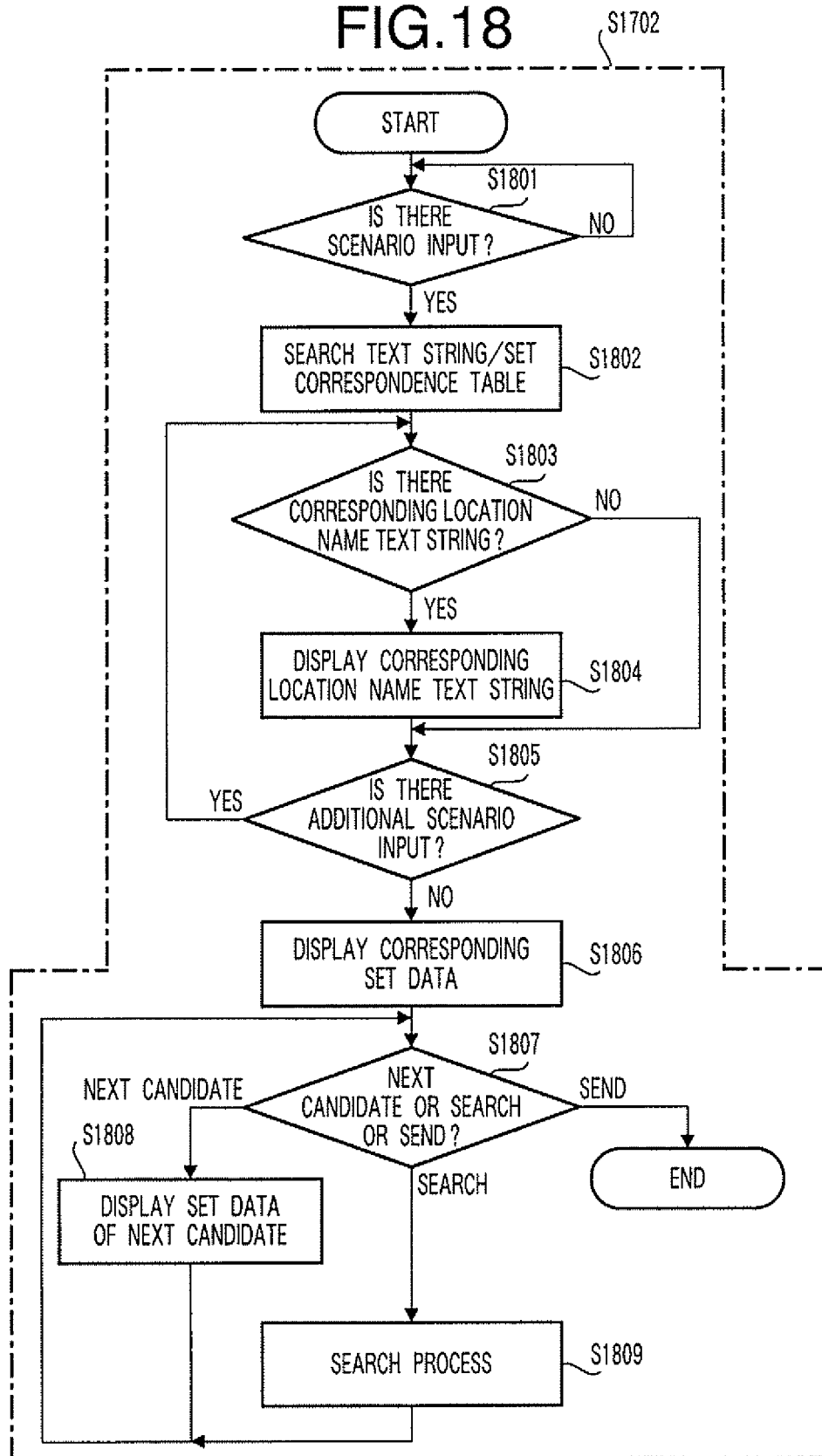


FIG. 18



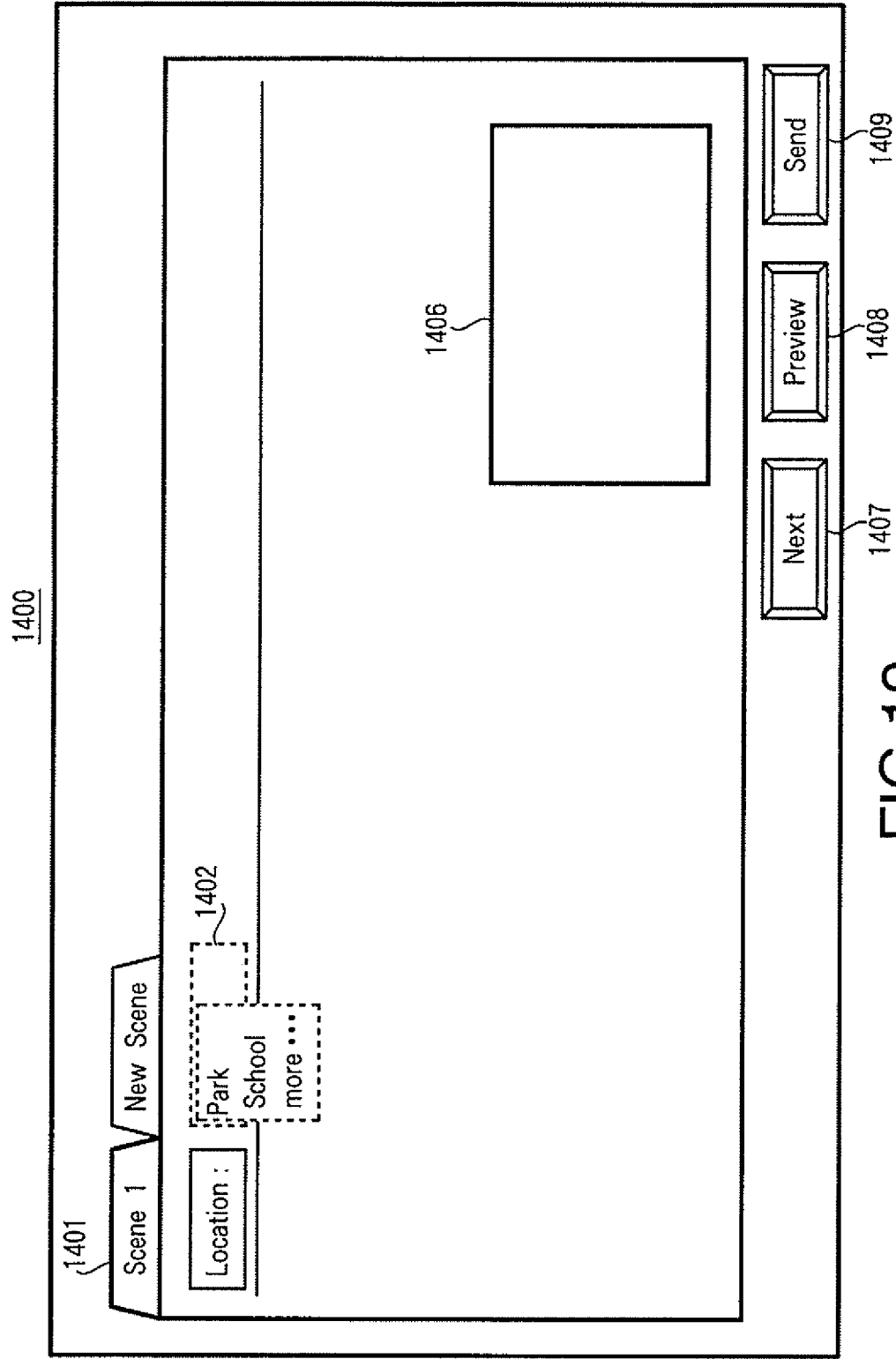
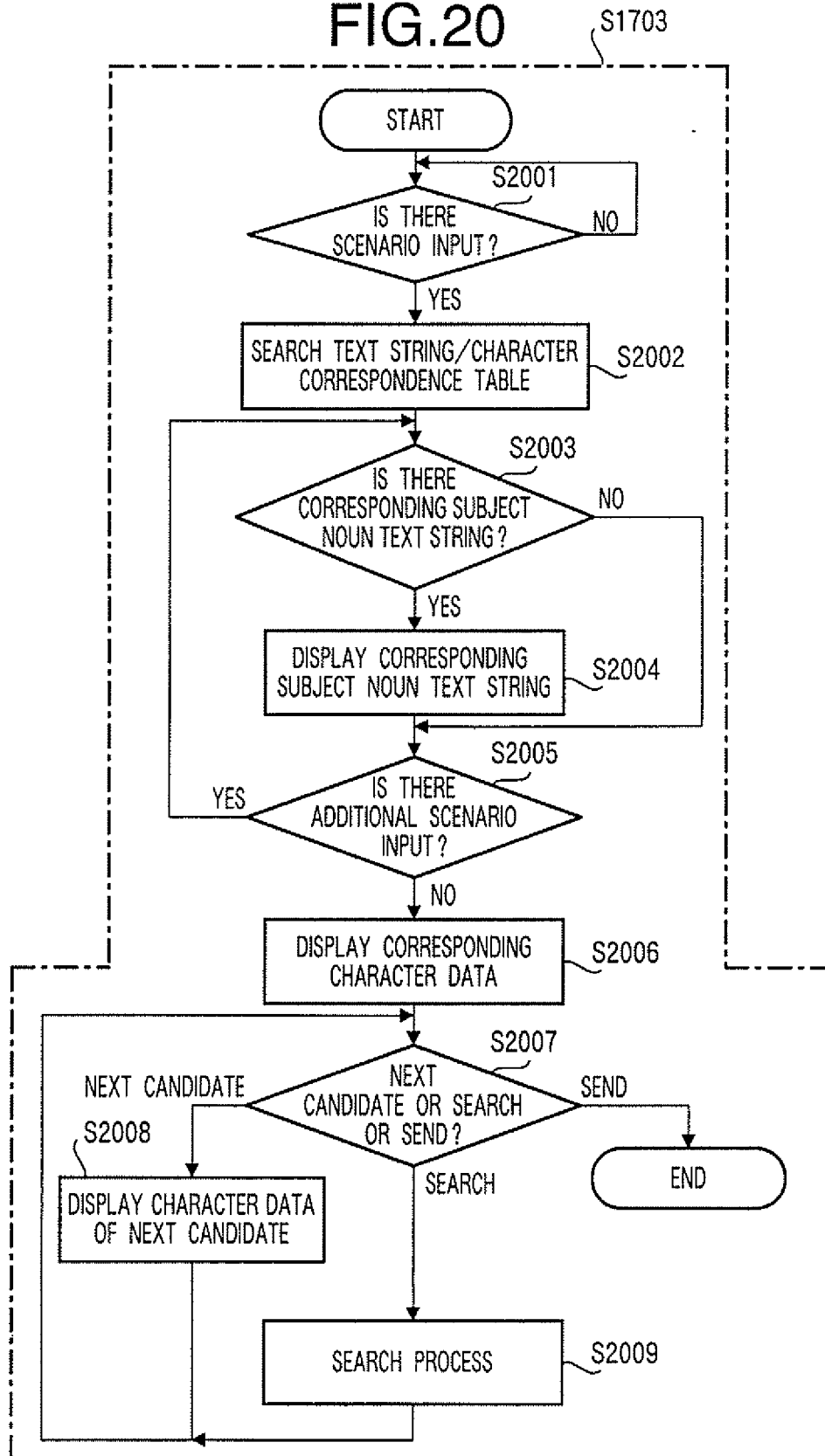


FIG.19

FIG.20



1400

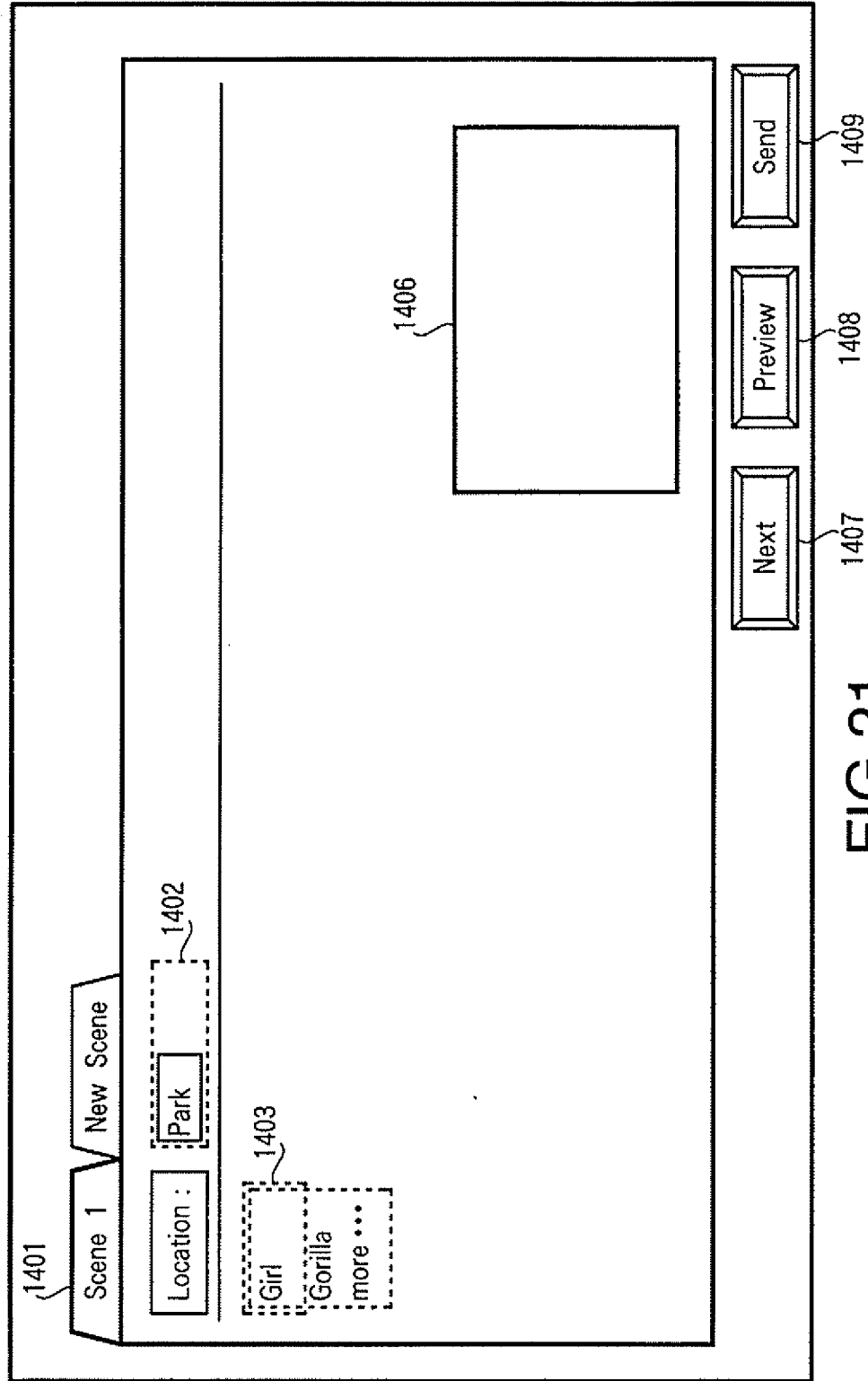
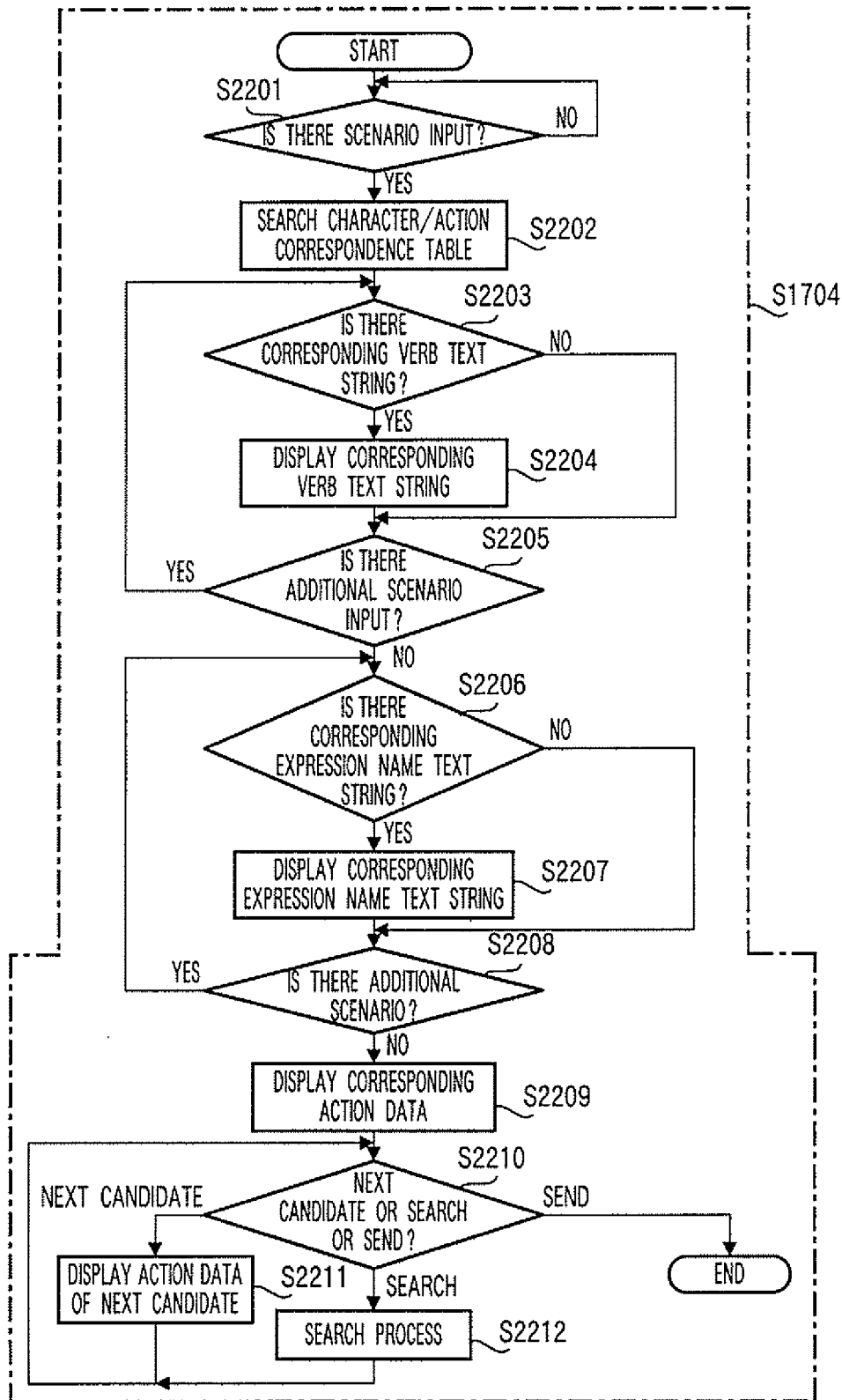


FIG. 21

FIG.22



1400

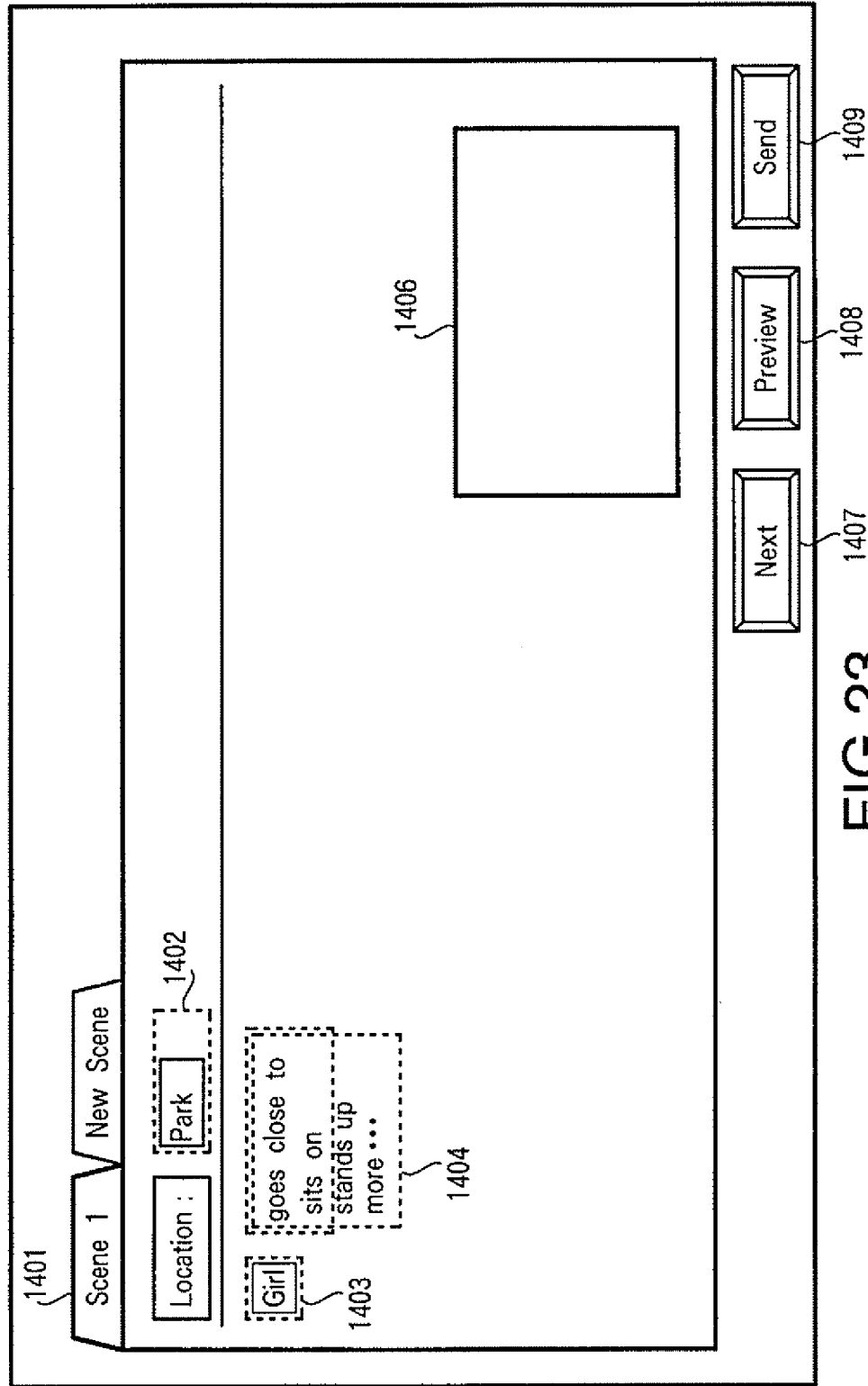
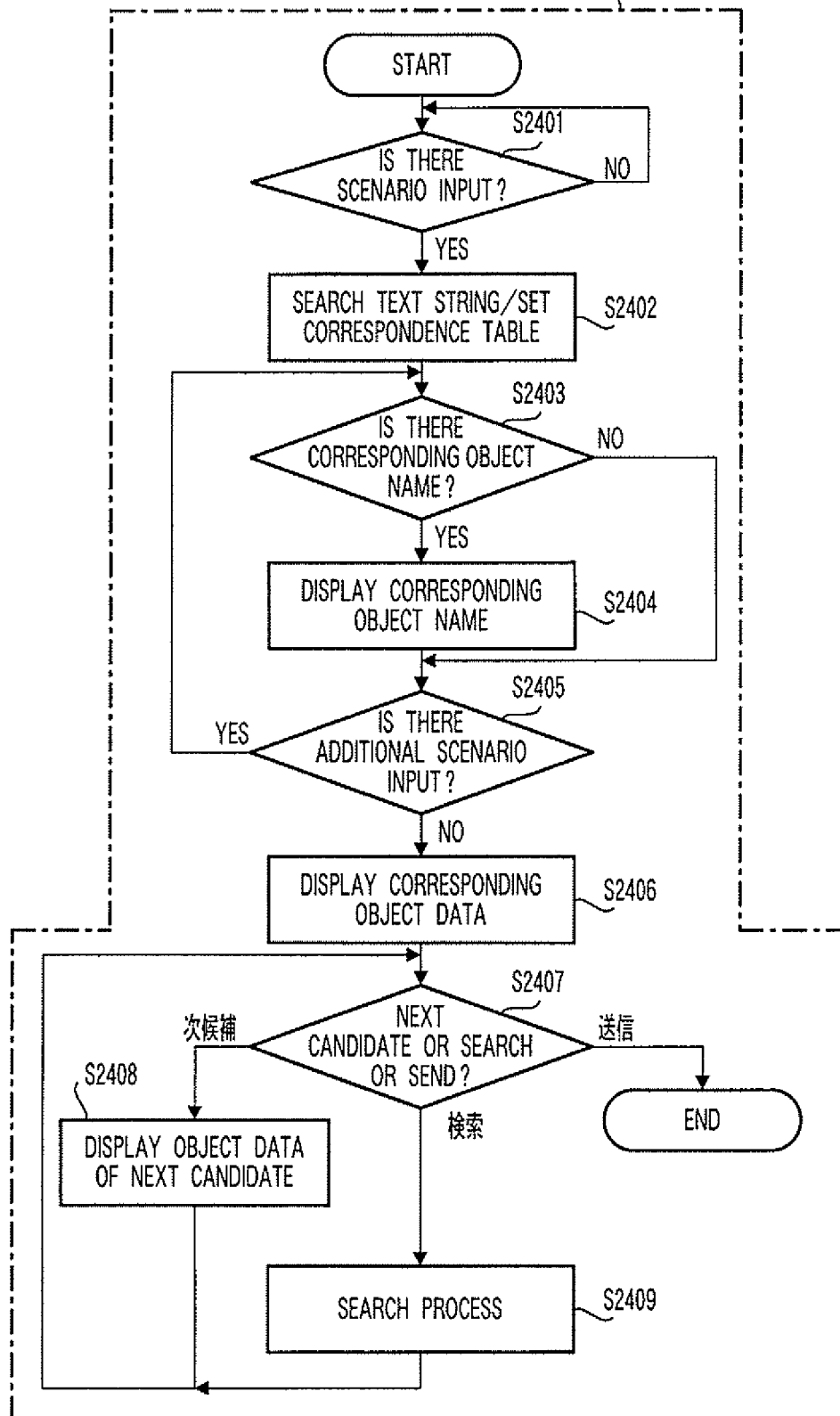


FIG. 23

FIG.24

S1707



1400

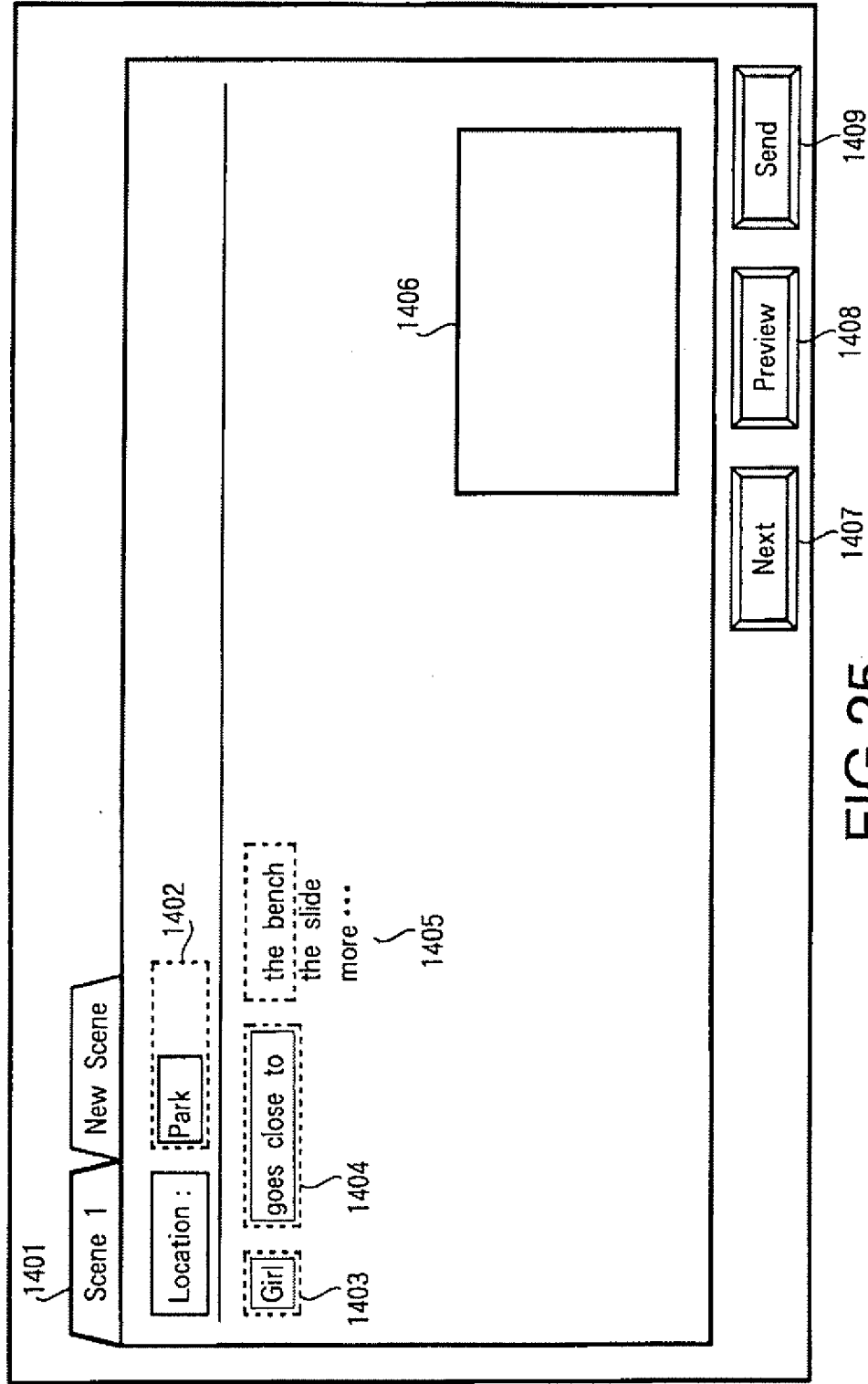


FIG. 25

1400

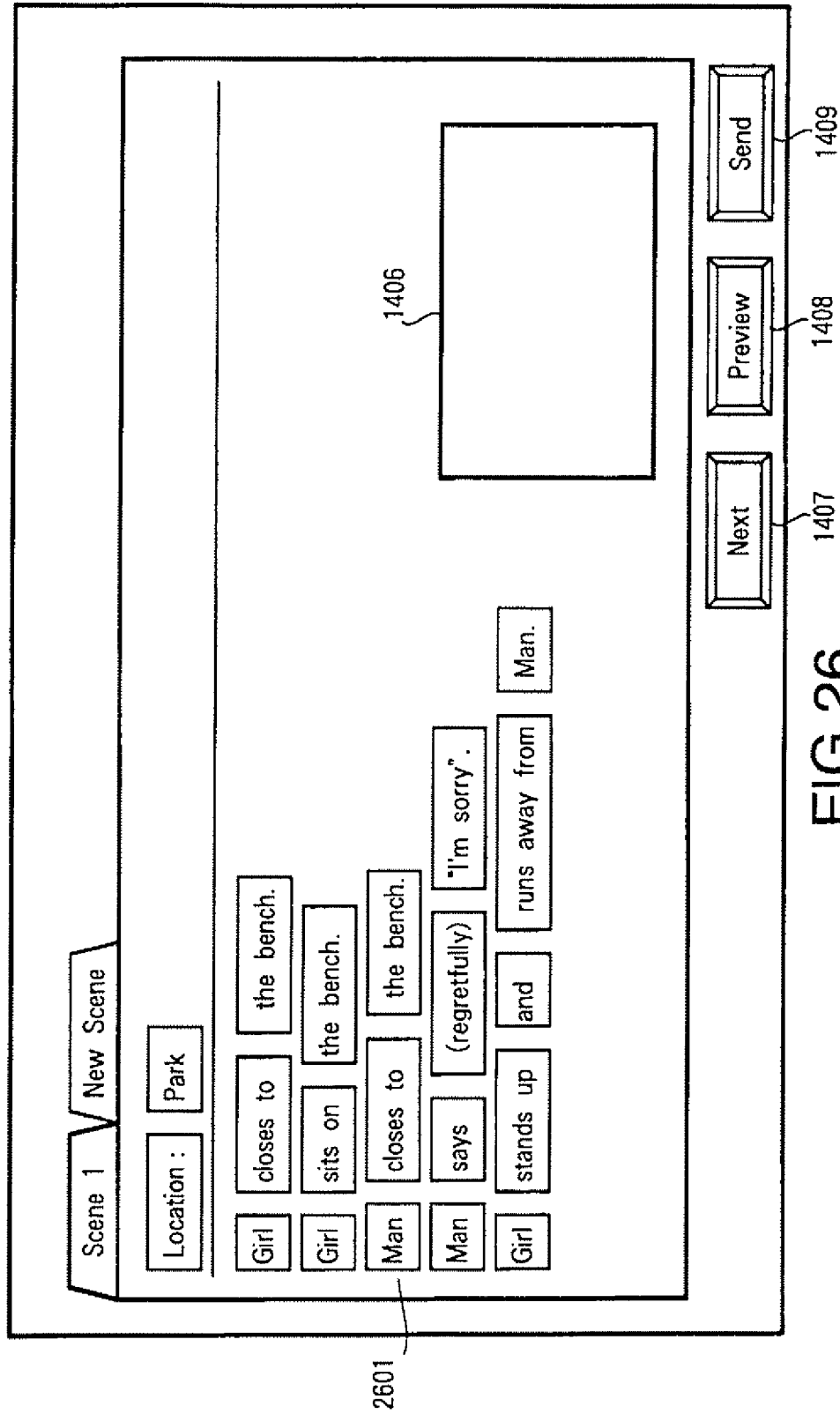


FIG.26

FIG.27

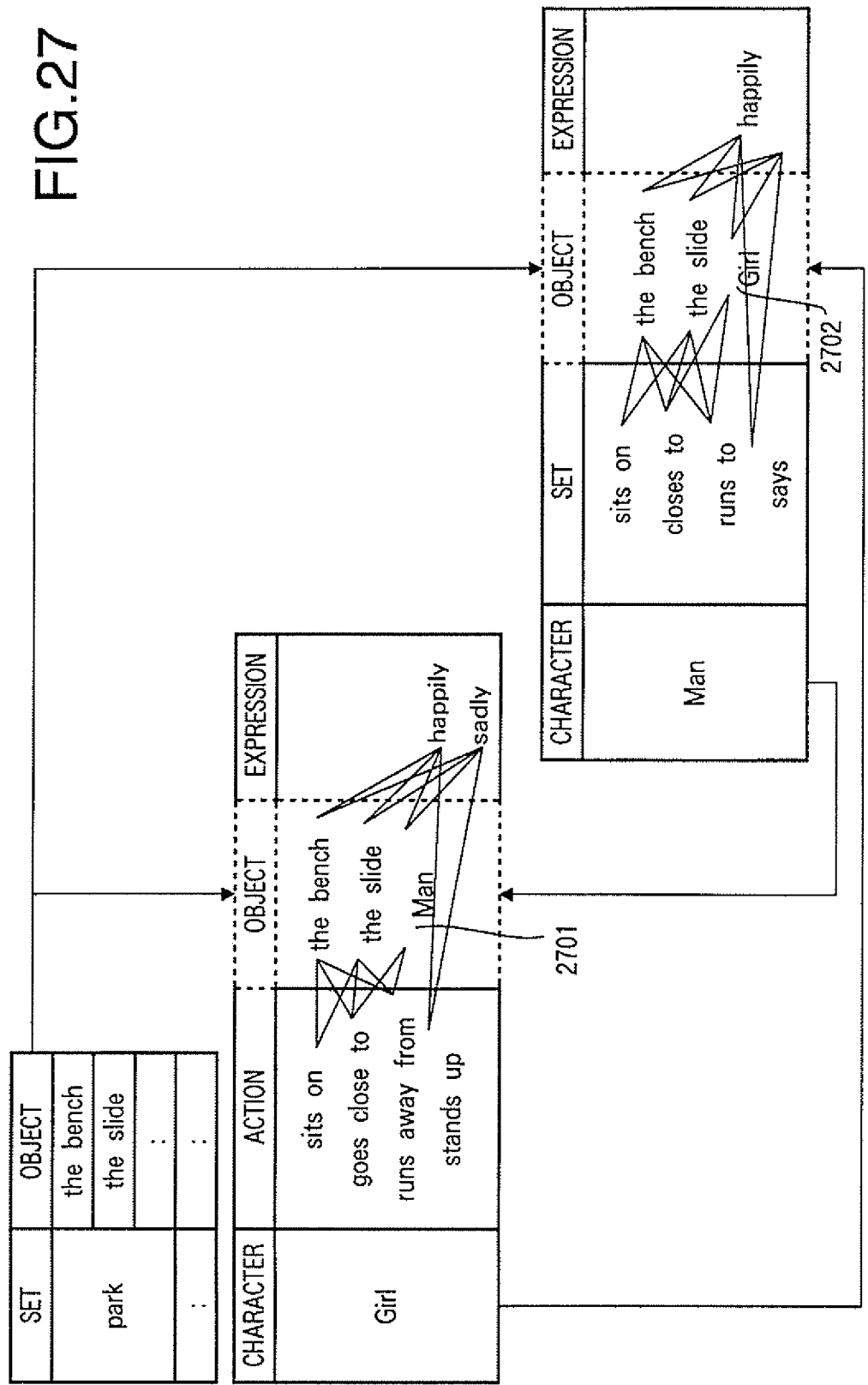


FIG.28

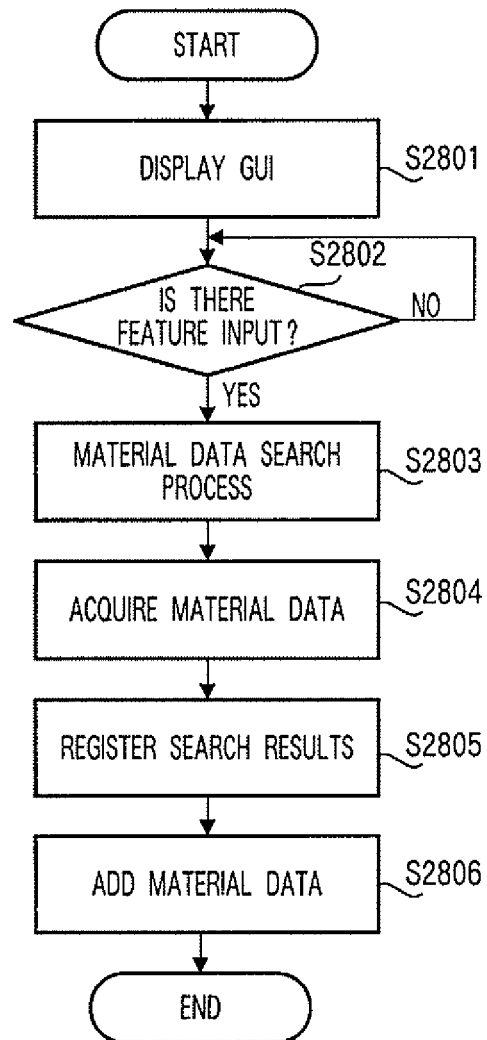
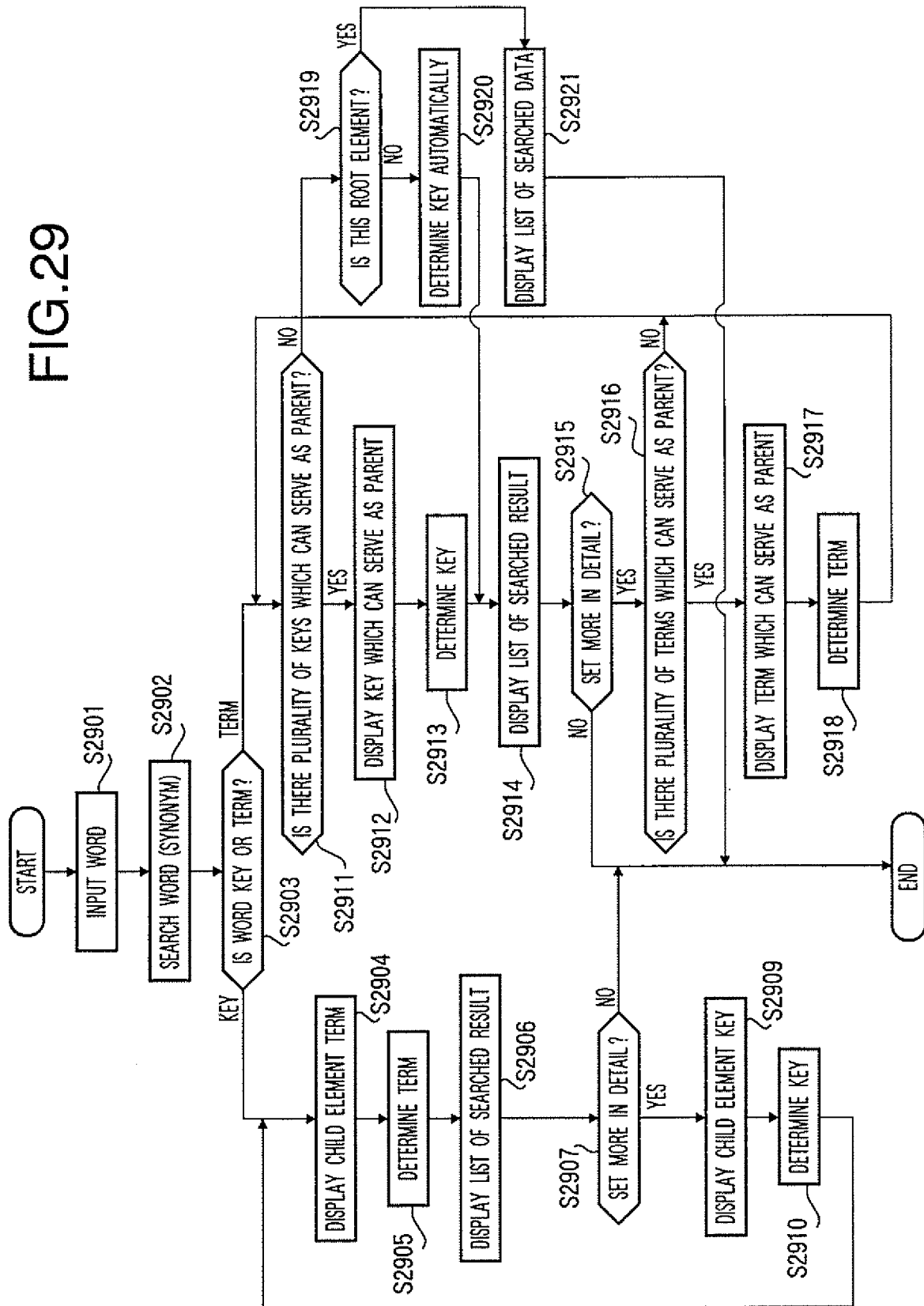


FIG.29



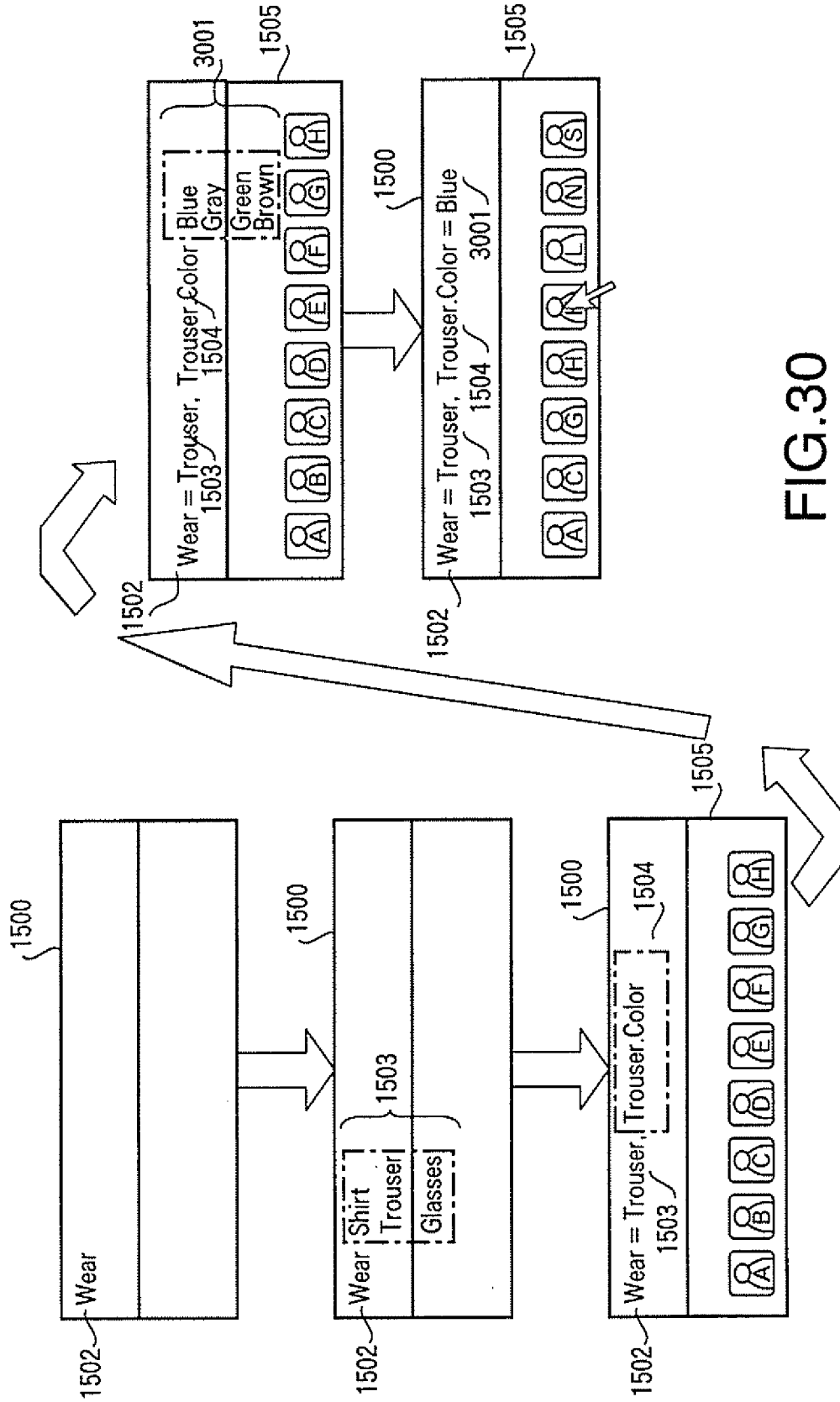


FIG.30

FIG.31

